HW10 writeup:

Part 1:

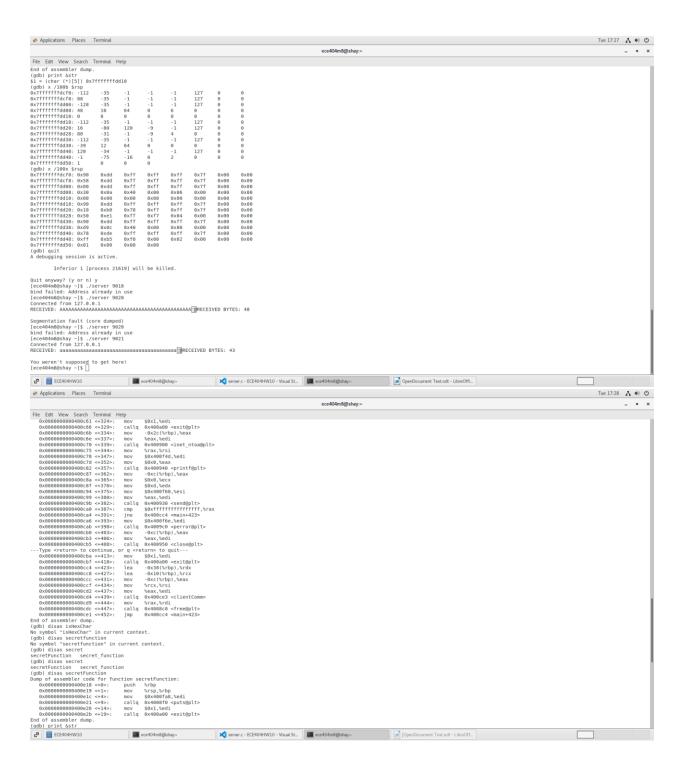
In this assignment we are sending a message from the client to the server.

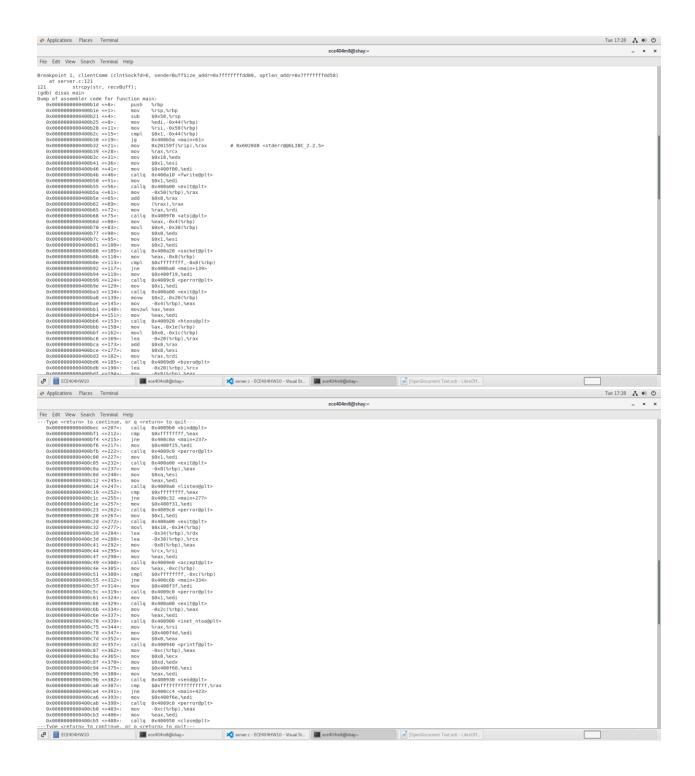
We send a Message in our case "AAA" to see where it is stored.

We then calculate that the overflow buffer size is 40 and we send the string with the overflow buffer size and then we are able to reach the secret function.

All as shown in the images below.







Part 2:

In this part we change strcpy to strncpy so that it only copies within the limit of MAX DATA SIZE

```
recvBuff[numBytes] = '\0';
if(DataPrint(recvBuff, numBytes)){
    fprintf(stderr,"ERROR, no way to print out\n");
    exit(1);
}
strncpy(str, recvBuff,MAX_DATA_SIZE);

/* send data to the client */
if (send(clntSockfd, str, strlen(str), 0) == -1) {
    perror("send failed");
    close(clntSockfd);
    exit(1);
}
return recvBuff;
```

